



ILLUMINATED FREECELL

OPERATING INSTRUCTIONS

BATTERY INSTALLATION

- Unscrew the battery cover with a Phillips screwdriver.
- Insert 2 "AAA" (1.5V) batteries with the positive (+) and negative (-) ends facing in the proper direction as indicated in the battery compartment. (see Fig. 1)
- Replace the cover.

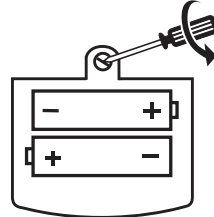


Fig. 1

SAFETY BATTERY USAGE

- Different types of batteries or new and used batteries are not to be mixed.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of the batteries in fire, batteries may leak or explode.
- Batteries should be replaced by an adult.
- Please keep details for future reference.
- Alkaline batteries are recommended.

CAUTION

- Adults should replace batteries.
- Not suitable for children under 3.
- May contain small parts.
- Do not dispose of batteries in fire; batteries may explode or leak.
- This product contains glass, which may cause injury if broken.

CARING FOR YOUR DEVICE

- If the display becomes dim or malfunctions, replace the batteries.
- After replacing batteries, press the ON button to ensure proper functioning.
(In most cases, game malfunctions are due to weak batteries.)
- In an environment with electrostatic discharge, the product may malfunction and lose memory. In this case press the ON button.

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CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or experienced radio/TV technician for help.

Product specifications and colors may vary.

Questions? Comments?

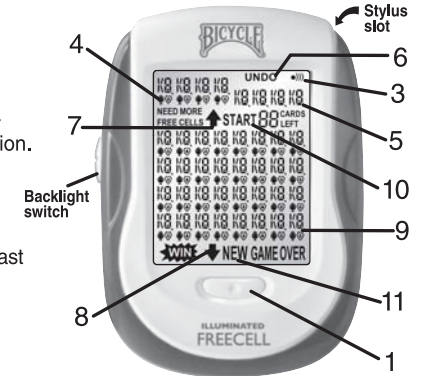
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BUTTON DESCRIPTION

The ON/OFF BUTTON and the BACKLIGHT SWITCH are located on the housing itself. All other buttons are located on the touch screen. There are a total of 46 touch screen buttons.

1. ON/OFF: Turns the unit on or off and reactivates the unit from 'sleep mode.'
2. BACKLIGHT SWITCH: Turns the light on or off.
3. SOUND: Turns the sound on or off / Hold to adjust the LCD screen contrast.
4. 4 free cells: Places the card from a column to an empty free cell or places the card from a free cell to a column or foundation.
5. 4 home cards: Places the card from any column or any free cell
6. Undo: Cancels the previous move
7. Up arrow: Moves column up 1 card to see cards off screen / Increase the LCD contrast
8. Down arrow: Moves column down 1 card(s)/Decrease the LCD contrast
9. 32 cards: Selects card in each column
10. START: Starts same game
11. NEW GAME: Starts a new game



GAME SCREEN:

TABLEAU: 8 column, 32 card layout in the center of the screen

HOME CELLS: 4 piles of cards found in the upper right corner of the screen built up by suit from Ace to King

FREE CELLS: 4 placeholders

GAME FEATURES:

- 1) Home cells must be built by suit in ascending order as follows: A-2-3-4-5-6-7-8-9-10-J-Q-K
- 2) Columns must be built in descending order in alternating suit colors (black & red):
K-Q-J-10-9-8-7-6- 5-4-3-2-A.
- 3) A card at the bottom of a column can be moved to a free cell.
- 4) If there are enough free cells, a single or group of column cards can be moved together to another column. For example, Red 9, Black 10 & Red Jack can be moved on top of a Black Queen.
- 5) When an Ace is exposed, it should be moved to a home cell.
- 6) The game will enter 'sleep mode' automatically if none of the buttons are pressed for 3 minutes. The player can exit 'sleep mode' and resume playing by pressing the ON/OFF button.
- 7) Touch the **SOUND** button at any time to turn the sound off.
- 8) To adjust the contrast of the LCD screen at anytime, touch and hold the SOUND button with the stylus for 3-5 seconds. The current contrast setting (1 through 8) will appear on the screen. Touch the UP ARROW button with the stylus to increase the contrast (8 is the darkest), or the DOWN ARROW button to decrease the contrast (1 is the lightest). After the desired contrast has been set, touch and hold the SOUND button for 3-5 seconds to exit the LCD contrast setting mode and resume the game.
- 9) Touch the **ON/OFF** button at any time to turn the unit off.

HOW TO PLAY

- 1) After turning the game on, the cards will appear on the screen and the player can begin.
- 2) Touch the **NEW GAME** button to view a new set of cards.
- 3) To select a card to move, touch the card. The selected card will blink. Touch another card to move the blinking card to this position or touch the corresponding home card to move the blinking card to a home cell.
- 4) If there are enough free cells and the player wants to move a series of consecutive cards, touch the corresponding column in which the cards appear. The selected column will blink. Then, touch another card to move all consecutive cards to this new position.
Example 1: Column 1 shows a Black 6, Red 5, Black 4 and Red 3. Column 2 shows a Red 7. Touch the Black 6 card followed by the Red 7 card, 4 cards (Black 6, Red 5, Black 4 and Red 3) in column 1 will move to column 2.
Example 2: Column 1 shows a Black 6, Red 5, Black 4 and Red 3. Column 2 is an empty column. Touch the Red 5 card followed by any card in column 2 and 3 cards (Red 5, Black 4 and Red 3) in column 1 will move to column 2.
- 5) If no cards can be moved from any column to a home cell, the player can move a card from any column to any free cell by touching the card followed by any free cell card. The card will automatically be placed in the corresponding free cell.
- 6) To move a card from a free cell to a column, touch the corresponding free cell card followed by the new position card.
- 7) To move a card from a free cell to a home cell, touch the corresponding free cell card followed by the home card.
- 8) If the column has more than four cards, touch the **UP** arrow or **DOWN** arrow to see the cards that are off the screen.
- 9) Touch the **UNDO** button to cancel a previous move.
- 10) Touch the **START** button to play the same game again.
- 11) The player wins the game if all the cards are moved to the home cells.